

2010 SCENIC DISTRICT DERBY RULES

1. Participation is Voluntary. 2 Representatives from each rank of each pack are eligible.
2. New cars only. You may NOT race a car built for any prior derby year. The car from the pack level this year is the car for the district derby.
3. Each car must weigh at most 5 ounces or 141.75 grams. ANYTHING added to increase the weight must be FIXED in place - no moving weights or mercury allowed. Overweight cars will not race - space and tools will be available for last minute adjustments.
4. The car cannot exceed 7 inches long and 2-3/4 inches wide. The car must have a 3/8 inch clearance height between the bottom of the car body and the bottom of the tires to allow for the track.
5. Official parts only - each car must be built using the wood, wheels, and axles provided in the official Cub Scout kits or parts purchased at the Scout store in Sartell.
6. Wheels and axles may be cleaned of flack, but may not be modified from original shape or size. Original axle grooves do not have to be used, and may be moved.
7. Only dry, powdered graphite may be used to lubricate axles. No oil or spray or other lubricants allowed.
8. Only gravity to propel cars - must be freewheeling, with no starting device.
9. The car must be crafted so that the entire car has to start behind the starting peg.
10. After registration only the Race Officials are allowed to handle the cars.
11. If the car leaves the track, runs out of its lane, interferes with another car, or loses an axle or other part, AND if it can be repaired quickly by the Race Officials, it can then be run again.
12. All cars will race on each of the lanes.
13. Standings will be determined by the average of all finishing times, not by the actual placements. Times determined by Grand Prix Race Manager software.
14. The award ceremony will be immediately following the race.
15. All rulings and judgments by the race officials are final.
16. Unsportsmanlike behavior will not be tolerated. Please support this effort.